



Enable User Defined Input Devices

INTRODUCTION

EnSight offers user defined input devices that have been specifically designed for (but not limited to) typical input devices used in VR environments (such as the Immersadesk). Implementation of these input devices requires adherence to the instructions outlined in the respective reference files listed below.

BASIC OPERATION

Manual Panel Interface:

1. Select **Edit > Preferences...**, and click **User Defined Input**.

2. Toggle **Macro Panel Interface**

The Main Graphics window updates the Macro Panel as defined in the file:

```
~/ensight7/macros/hum.define
```

(If you have not created this file, an example is provided in:

```
$CEI_HOME/ensight74/user_defined_src/input/HUM/hum.define
```

on your EnSight Client host system.)

3. Toggle **Part Panel Interface** (if you desire a part list in the graphics window).

4. Toggle **User Defined Input**.

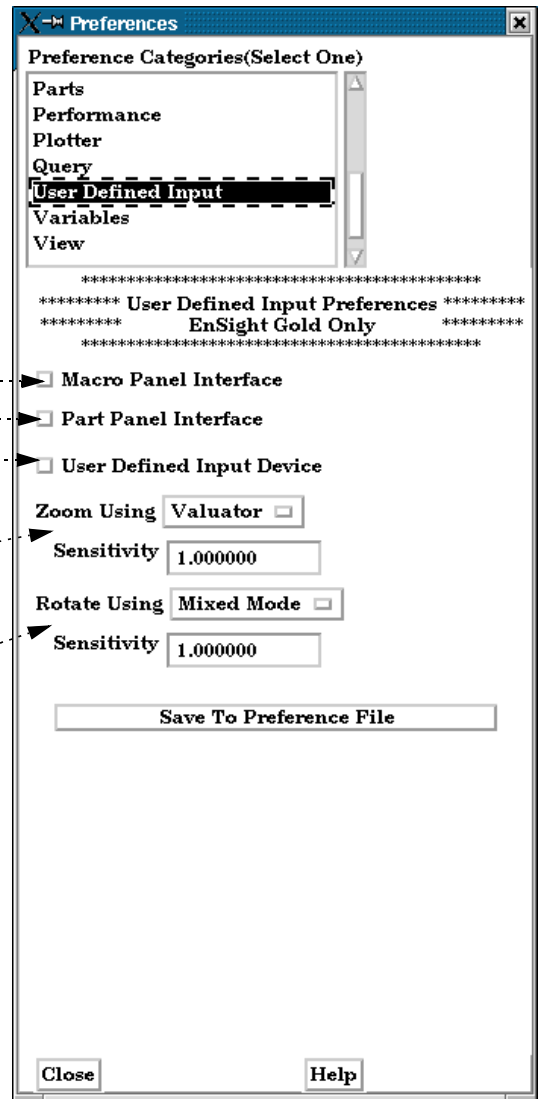
(Detailed steps to implement the User Defined Input Device are outlined in the file:

```
$CEI_HOME/ensight74/user_defined_src/input/README
```

on your EnSight Client host system.)

5. Set **Zoom Using** to the appropriate type of input device you are using to record zoom transformations, adjusting the **Sensitivity** as needed (i.e., 0 < slower < 1 faster).

6. Set **Rotate Using** to the appropriate type of input device you are using to record rotation transformations, adjusting the **Sensitivity** as needed (i.e., 0 < slower < 1 faster).



SEE ALSO

User Manual: ["User Defined Input Preferences"](#)